



Tim Farmer
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www.chulavistaca.gov/goto/softball

SOFTBALL – FALL 2009

REGISTRATION:

August 17th – September 3rd, 2009
3:00pm – 7:00pm, Monday – Friday
Monteville Community Center
840 Duncan Ranch Road, 91914
Payment by cash, check, VISA, or Mastercard

ONLINE REGISTRATION:

August 17th – September 3rd, 2009
24 hours per day beginning 3pm on August 17th, 2009
Payment by VISA or Mastercard

FEES:

\$330 reg. fee + \$40 forfeit bond* = **\$370 Resident team**

Each team will be required to pay **\$20 cash** each game to cover the scorekeeper and umpire fee. If a team does not have the \$20, the game will be declared a forfeit.

*Forfeit bond will be refunded in full if team does not forfeit. If a team forfeits, the entire \$40 forfeit bond will be used to pay for the scorekeeper and umpire. The forfeiting team must repay the \$40 forfeit bond within 2 business days or will be dropped from the league.

AVAILABLE FIELDS:

Listed below are the available fields and skill divisions for Men's & Coed. We are registering for 7 teams per Men's Division and Coed Division. The skill divisions are as follows:

A = Advanced/Competitive

B = Intermediate

C = Recreational

MEN'S FIELDS

MON.	TUES.	WED.	THURS.	FRI.
Monteville B – 7 teams	Rohr #17 A/B – 7 teams	Rohr #18 A/B – 7 teams	CVC East A – 7 teams	Rohr #18 A/B – 7 teams
	Veteran's B/C – 7 teams	Rohr #17 B – 7 teams	Monteville B – 7 teams	Rohr #17 B – 7 teams
	Monteville C – 7 teams	Veteran's B/C – 7 teams	Veteran's C – 7 teams	CVC East B/C – 7 teams
		Monteville C – 7 teams	Eucalyptus B/C – 7 teams	Monteville C – 7 teams

COED FIELDS

THURS.	FRI.
Disc Mid A/B – 7 teams	Disc Mid A/B – 7 teams
Disc West B/C – 7 teams	Disc West B/C – 7 teams
Disc East C – 7 teams	Disc East C – 7 teams

LEAGUE START DATE: The Fall 2009 league is scheduled to begin the week of September 14th, 2009.

The Athletics Section reserves the right to modify any rule without notice, move a team from one field to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the umpire has full authority, unless there is a call that is validly protested.

GENERAL INFO: Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

INSURANCE: Players are responsible for providing their own insurance. Teams or players looking to buy insurance may contact the Athletics office for more information on Bollinger Insurance provided by ASA.

ROSTERS:

1. Rosters will be available online for managers to complete.
2. Rosters will have a maximum of 20 players.
3. **ALL PLAYERS** must be on our waiver list before they play.
4. No additions will be made to the roster after the roster cut-off date of **October 16th**, with the following exception:
 - a. Any team that chooses to add a player(s) to their roster after **October 16th** will forfeit their right to qualify for the playoffs.
5. **AFTER OCTOBER 16TH, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria is met:
 - a. The team using the players not on the official roster must not have more than 10 players in their lineup.

- a. Players that are used to play with the team short on players must be from another team in our league and already on the waiver list
 - b. Any non-rostered players must be removed from the game when there are 10 rostered players available.
6. All players must have a valid California ID card in case of “roster check”
7. A forfeit will be declared if a player is not able to show proof of eligibility.

PROTESTS:

The following procedure must be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people immediately (before next pitch, or before the game is called by the umpire)
 - a. Umpire
 - b. Opposing Manager
 - c. Scorekeeper
2. The full protest must be typed and submitted (or emailed) to the Athletics Office at Monteville within 2 business days of the game, accompanied by \$20, refunded only if the protest is judged valid.
3. Protests may be considered valid but not enforced.
4. Protest will not be considered if it is a judgment call.

ROSTER CHECKS:

“Roster Checks” will be handled immediately on the field. If a team suspects an illegal player, the manager from the protesting team will inform the umpire and the opposing manager of a roster check. The team in question must provide the printed roster and show ID from the player(s) in question. If the player(s) in question are not on the roster, the game will be deemed a forfeit.
If the protesting team elects, the illegal players will be ejected from the game and play can continue, and no forfeit will be declared

CODE OF CONDUCT:

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The umpire will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated.

ALCOHOL:

1. Any player determined by the umpire to have been drinking before or during the game will not be allowed to play.

2. No alcohol will be allowed at Eastlake High School parking lot. Police are instructed to issue citations to offenders. Please use Chula Vista Community Park grounds to consume alcoholic beverages and please throw away all trash and cans in City Park containers.

EJECTIONS:

1. A player ejected from a game shall leave the field immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the bleacher area and the park (out of sight and sound from the umpire). Failure to do so may cause the player's team to forfeit the game.

2. When a player is ejected, their next time up to bat will be an out, and then their name will be scratched from the lineup. If they are currently at bat, it will be an out and the following time at bat will also be an out.

3. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

4. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.

5. Any player or fan threatening staff, scorekeeper, or an umpire will be banned from our league for a minimum of 1 year.

6. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

PARK REGULATIONS:

1. NO GLASS CONTAINERS allowed in any City Park.

2. Smoking is prohibited in all City Parks.

3. Children may not be left unattended in City Parks. Children are not allowed in the dugouts during the game as well.

4. Pets may not be left unattended in City Parks.

LINEUPS:

1. Lineups must be turned in to the scorekeeper prior to the start of the game. Player's first and last name should be included on the lineup. Once the lineup is submitted, it is considered "official."

2. Any additions must be made to the bottom of the official lineup. Any players listed on the lineup, and not present at the time of his/her at-bat will be called out and scratched from the lineup.

SCOREKEEPING:

1. There will be a scorekeeper at every game to keep track of official score. The scorekeeper will not carry rules, rosters, or schedules so every team is responsible for keeping their information with them each week.
2. In the event an assigned scorekeeper is not present at the games, the home team will be responsible for keeping the official score. The winning team must report the final score to the umpire **and** call in the results to the Athletics Office at 409-5893 within 2 business days or the game will be considered a no-contest.
3. Both teams should keep score for themselves and as evidence to dispute what may be an incorrect posting of results in the standings.

WEATHER:

1. In case of bad weather, please check the City website for field conditions (see header on first page).
2. Once the umpire is present, it is the umpire's sole discretion as to the fitness of the field. If the umpire determines the field to be playable, the games will be played. Teams may not protest the game on the basis of the conditions of the field because it is a judgment call by the umpire. If a team feels the conditions to play are not safe, they can elect to forfeit the game.

STANDINGS:

Standings will be posted online and should be available 2 business days after your game.

EQUIPMENT:

1. Game balls will be COR .40. Each manager is responsible for providing a COR .40 back up ball prior to the start of the game. A team without a COR .40 back up ball will forfeit the game.
2. Game balls will be provided to each team at the manager's meeting and each team will be required to provide a new game ball when they are listed as the home team for a game. Failure to provide a new game ball as a home team will result in a forfeit.
3. Metal cleats **will not** be allowed. Any player caught wearing metal cleats during a game will be ejected.
4. The ASA banned bat list will be in effect.
http://www.softball.org/about/certified_equipment.asp

If a player appeals to the umpire to check a bat, the umpire will check the bat against the ASA banned bat list.

5. Any player using a banned bat will be ejected from the game. Once the next pitch is thrown to another batter, the batter that previously used a banned bat is exempt from ejection for that occurrence. If a banned bat is present in the dugout, the owner will be ejected. If the owner does not step forward, the manager will be ejected.

6. Umpires will not check ASA legality unless appealed by the opposing manager.

RULES:

The Amateur Softball Association rules shall be enforced with the following “House” rule changes.

GAME TIMING:

The game clock will begin at the designated game time, according to the schedule, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes (kill time)** whichever comes first. If the home team is at bat and is ahead in score at 65 minutes, they will be declared the winner. If the score is tied at 65 minutes, the game will end in a tie. If the visiting team is at bat and trailing in score when the game ends at 65 minutes, the home team will be declared the winner. If the home team is at bat, and is trailing in score when the game ends at 65 minutes, the game reverts back to the previous inning. If the visiting team is at bat and is ahead in score at 65 minutes, the game reverts back to the previous inning. If, at the moment of kill time, the current at bat “may” result in a tie or win for the home team, the single at-bat will be allowed then the game will end immediately after the at-bat has ended. No subsequent at-bats will be allowed. If the umpire is late for the game time, the game clock will begin once the umpire is on the field and has started the game time.

PRE-GAME:

Managers from both teams will meet with the umpire for a pre-game conference. The following rules may be WAIVED at pre-game if both managers agree:

One-up home run rule (with exception of Veteran’s and Eucalyptus Parks)

1. No home runs will be allowed at Veteran’s
2. The one-up home run rule must remain at Euc

Courtesy Runners

1. Team can use courtesy runners as needed, as opposed to designating 2 players before the game
2. Courtesy runners still must remain the last out

Mercy Rule

1. If both teams agree, the mercy rule may be waived

HOME TEAM:

The home team is the team listed second on the schedule. The home team **MUST** provide a new game ball.

FORFEITS:

A team must have 8-roster players at game time to avoid forfeit (coed must have 4 men and 4 women). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. If an umpire is not present at game time, the grace period will begin immediately once the umpire is on the field and has verified the number of players for both teams. This time will be deducted from game time.

A forfeit will be recorded with a score of 0 – 15.

COUNT:

The batter will start the at-bat with a count of 1 ball and 1 strike.

PITCHING:

The pitcher may take a position in a direct line any distance behind the pitcher's plate and in front of the second base. The pitcher may also elect to pitch from the pitcher's plate. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery. Once the first pitch has been delivered to a batter the pitcher may continue to pitch from that location or can move closer to, or further from, the pitcher's plate. If the pitcher elects to pitch from a distance behind the pitcher's plate, all pitching regulations are in effect, including ASA Rule 6, Section 3, G – "The pitch shall be released at a moderate speed."

STRIKE ZONE:

The home plate, and the home plate extension, will constitute the strike zone. A legally pitched ball not batted and that lands on ANY part of the strike zone, which is 17" wide and 34" long, will be ruled a strike by the umpire.

BASE RUNNING:

Any runner may lead off a base as soon as the ball leaves the pitcher's hand. There will be no base stealing. If a runner illegally advances and touches the next base, the runner is declared out. If the runner does not touch the next base and is returning to the base that was vacated, the runner can be forced out if the defensive fielder touching that base first catches the throw. After a legal pitch, which is not hit, a ball thrown to any fielder other than the pitcher is dropped, or an overthrow of the intended fielder is the result, the force is removed from the runner and the runner must be tagged to be out. All runners must retouch before advancing at their own risk.

COURTESY RUNNERS:

No more than 2 players may have courtesy runners without opposing manager's approval. Courtesy runners should be used for legitimate injuries only. The players who need a courtesy runner must be declared before the game, unless an injury occurs during the game, then a player may request a courtesy runner (up to a maximum of 2) to the umpire and opposing manager. The courtesy runners will be the last out. If the last out is not available, the next to the last out will be used. If there are no outs, or if the last out is a player who needs a courtesy runner, the last player on the lineup will be used. Before the game the umpire will ask the managers if they would rather use courtesy runners "as needed". In this case, any player may use a courtesy runner and they do not need to be identified before the game. The courtesy runner will remain the last out in this case.

DUGOUTS:

Only rostered team players may be in dugout.

WET BAG CONDITION:

As field conditions change there may be a situation where the umpire declares a "Wet Bag Condition". This is not a rule, but a condition based on the judgment of the umpire and cannot be protested. When rounding the bases, either when advancing on a batted ball or a multiple base hit, if "Wet Bag Condition" is declared, it means that all runners may go "over the top / break the vertical plane of the base" when rounding bases. If any runner does not break the vertical plane of the base, it is an "appeal play" just as leaving a base too early on a caught ball. If there is a force out a player must touch the base.

HOME RUNS:

1. The "one-up" rule will be in effect (this rule does not apply to Rohr #18 or Veteran's). The "one-up" rule states that no team may hit more than one home run more than the opposing team. An illegal home run will be ruled a foul ball (at Eucalyptus an illegal home run will be ruled an out). If both managers agree, the "one-up" rule may be waived during their pre-game meeting with the umpire at all fields except Eucalyptus and Veteran's.

*****UNLIMITED HOME RUNS at Rohr #18*****

*****NO HOME RUNS allowed at Veteran's*****

2. At Veteran's, any home runs that land on or over the mow curb or the concrete walkway in the outfield will result in an out. Any home run that hits any part of residence at Veteran's will result in an ejection for the batter.

3. At Veteran's, any ball that hits a defender in the air, and lands in "home run" territory, will be ruled a *GROUND RULE DOUBLE OR TRIPLE*, based on the ground rules.

MERCY RULE:

The mercy rule will be in effect when any team is winning by 20+ runs after 4 complete innings or 12+ runs after 5 complete innings. At this point the game is over. This rule may be waived at the pre-game conference.

CALLED GAME:

In a "called game" 4 complete innings constitute a complete game. With this, after 3 ½ innings, if the home team is winning and the game is called, this will be a complete game and the home team will get the win.

TIED GAMES:

If a game is tied after game time and the last inning has been completed, the game will end in a tie. Each team will receive a ½ win ½ loss. There will be no extra innings to settle a game unless there is still time left prior to 60 minutes and 7 innings have not been completed. Game timing regulations still must be followed.

POSTSEASON:

Depending on the amount of teams in your league, the postseason bracket will vary from a modified double elimination bracket for all teams in the league, to a single elimination with the top 4 teams. All postseason brackets will be posted with the initial schedule. The championship game will be 70 minutes kill time.

TIEBREAKERS:

Tiebreakers in the standings will be decided using this criteria and in this order: a) head to head record, b) total runs head to head, c) least runs allowed in season, d) most runs scored in season, and e) play-off game.

If 3 teams are tied with the same record, the tiebreaker criteria will be as follows: a) most total wins against other 2 teams, b) least runs allowed against other 2 teams, c) most runs scored against other 2 teams.

COED RULES:

1. A defensive team shall consist of 10 players. A game may be played without forfeit with (8) rostered players. The player combinations may be the following, and only the following: (6 men – 4 women; 5 men – 4 women; these combinations may only be used if there are only 4 women present) 6 women – 4 men; 5 women – 4 men; 5 men – 5 women; 4 men – 4 women. If both teams have at least 5 women present at game time, 5 women must play defense. If a team only has 4 women present at game time, the opposing team may also elect to play with 4 women on defense.

2. In Coed play, an outfield player who begins the play behind the restriction line may not attempt to throw a batter-runner out running to first base on a hit ball. In the event an outfield player who begins the play behind the restriction line throws the ball to first base when a player has hit the ball and is running to first, the play will be dead, the batter-runner will automatically be awarded second base and the team and player who threw the ball will be warned. Upon second occurrence and subsequent occurrences thereafter of the same act by the same team, the player who threw the ball will be ejected from the game.

3. Substitutions or courtesy runners must be of the same sex as the individual being replaced. **If you have fewer than 8 rostered players (4 men & 4 women) the game will be forfeited.**

4. A batting order must be submitted prior to the game and followed during the game. The batting order will be fixed, may not exceed 16 players, and must be followed such that **three** batters of the same sex may never bat consecutively. *Suggestion:* It is best to alternate a male and female batter at the top and bottom of your lineup in case another player shows up to the game late. An example would be: 1. Male, 2. Female...8. Male, 9. Female. This way, either a male or female would be able to be inserted into the lineup if they showed up late. Otherwise, the person showing up late may have to be used as a substitute.

5. Courtesy runners shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. Teams are allowed to designate one male and one female that need a courtesy runner.

6. A minimum of 3 outfielders must be behind an outfield restriction line (160 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: the batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.

7. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for the rover position when a female is at bat.

8. A male batter, who is walked on 3 consecutive balls without any strikes pitched during his time at bat, or is intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their base. **If 2 outs only:** If the

next batter is a woman, she has the option to take first base or take her at-bats. Note: after a male batter receives 1 or more strikes and is then issued an intentional walk, he shall be awarded first base and if the next batter is a woman, she must take her at-bats.

9. There will be a “scoring line” at home for the Coed Division. The purpose of the “scoring line” is to eliminate all plays at home plate. The “scoring line” will be an extension of the first base line behind the home plate towards the backstop. All plays at home plate shall be by force out only, provided the runner from third base has crossed the commitment line. To score, the runner must cross over the line anywhere from the batter’s box to the end of the line before the defensive player touches home plate with the ball in possession. The defensive team may not tag the runner going home: Penalty: the runner is safe and the ball is declared dead. The runner may not slide: Penalty: the runner is out and the ball is declared dead.

10. The Commitment Line is located approximately half way down the third base line. If a base runner touches or crosses the commitment line, they are committed to go forward. They may not go back to third base. Penalty: the runner is out and the ball is declared dead.

SPONSOR:

Island’s Restaurants will once again be sponsoring our leagues for the FALL season. Please continue to show them our support and acknowledge our appreciation for them to step forward and provide assistance to City programs.



ISLAND’S RESTAURANT - EASTLAKE
2255 OTAY LAKE ROAD
619-397-2643

MANAGER’S MEETING: Manager’s meeting dates, times, and locations are TBD.

RSVP’s are not necessary. Teams will be contacted with more information after registration.



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